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| 9:00 – 9:50 | Intro, Extreme Programming Principles |
| 10 dakika ara | |
| 10:00 – 10:50 | XP Lab |
| 10 dakika ara | |
| 11:00 – 11:50 | Agile Software Development Principles (SOLID, Package Principles, DRY, GRASP, KISS, YAGNI) |
| Öğle arası | |
| 13:00 – 13:50 | Clean Code - Agile Software Craftsmanship (Meaningful Names, Functions  Comments, Formatting) |
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| 14:00 – 14:50 | Clean Code - Agile Software Craftsmanship (Objects and Data Structures, Error Handling, Boundaries) |
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| 15:00 – 15:50 | Clean Code - Agile Software Craftsmanship (Classes, Systems, Emergence, Successive Refinement) |

**Instructor:** Turgay YILMAZ

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| **Course Learning Outcome** |
| Demonstrate knowledge of the concepts and theory related to extreme programming |
| Review the basic agile software development principles |
| Identify and demonstrate clean code principles |

**Lab Requirements:**  - JDK 1.8 installed IntelliJ IDEA installed developer computers

**Reading Assignment:** None

**Exam:** Mixture of multiple choice, True/False, code correction and essay-based questions